

FIG. 1

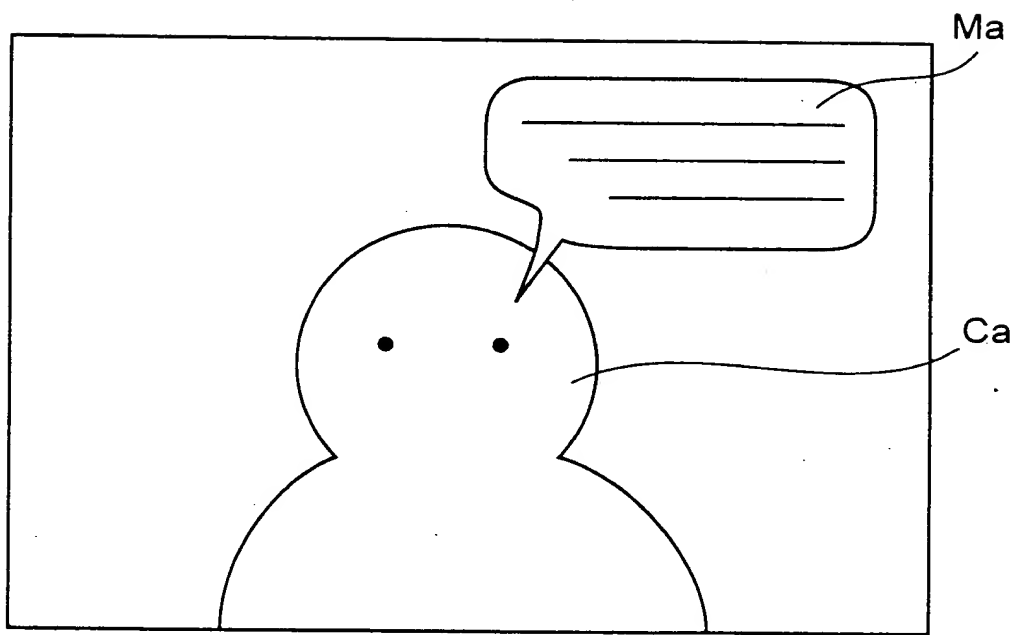


FIG. 2

MODE		JOY	ANGER	SADNESS	NORMAL	DECISION
CHANGE						
RAPID "0" → HIGH VALUE → "0"	RAPID	JOY DEPENDING ON THE MAXIMUM VALUE	ANGER DEPENDING ON THE MAXIMUM VALUE	SADNESS DEPENDING ON T HE MAXIMUM VALUE		POSITIVE RESPONSE
GRADUAL ABOVE STIPULATED VALUE → "0"	GRADUAL	GET UNHAPPY	ANGER SUSIDES	SADNESS IS SOOTHED	MOOD GETS WORSE	POSITIVE RESPONSE
GRADUAL ABOVE STIPULATED VALUE → "0"	RAPID	GET HAPPY A LITTLE AT A TIME	GET ANGRY A LITTLE AT A TIME	GET SADA LITTLE AT A TIME	MOOD GETS BETTER	NEGATIVE RESPONSE
RAPID "0" → STIPULATED VALUE 1 → "0"	RAPID					POSITIVE RESPONSE
RAPID "0" → STIPULATED VALUE 2 → "0"	RAPID					NEGATIVE RESPONSE

FIG. 3

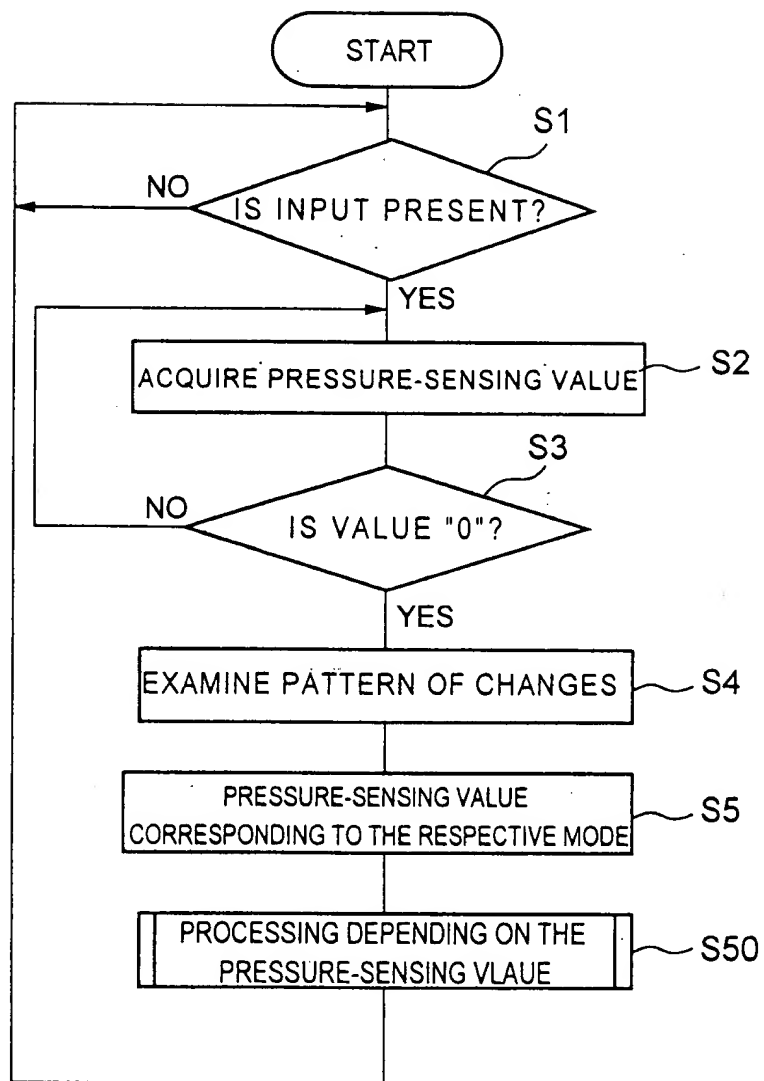


FIG. 4

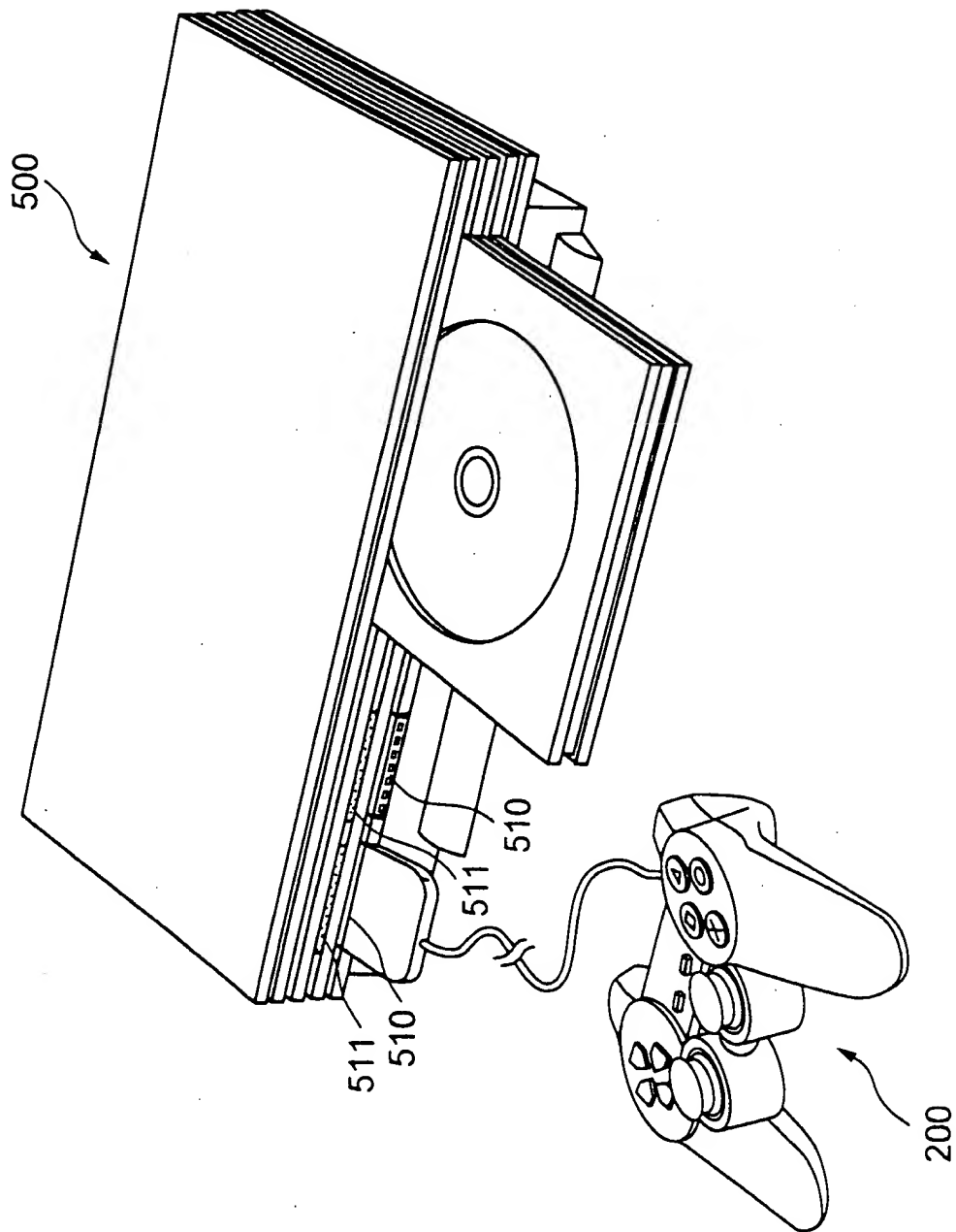


FIG. 5

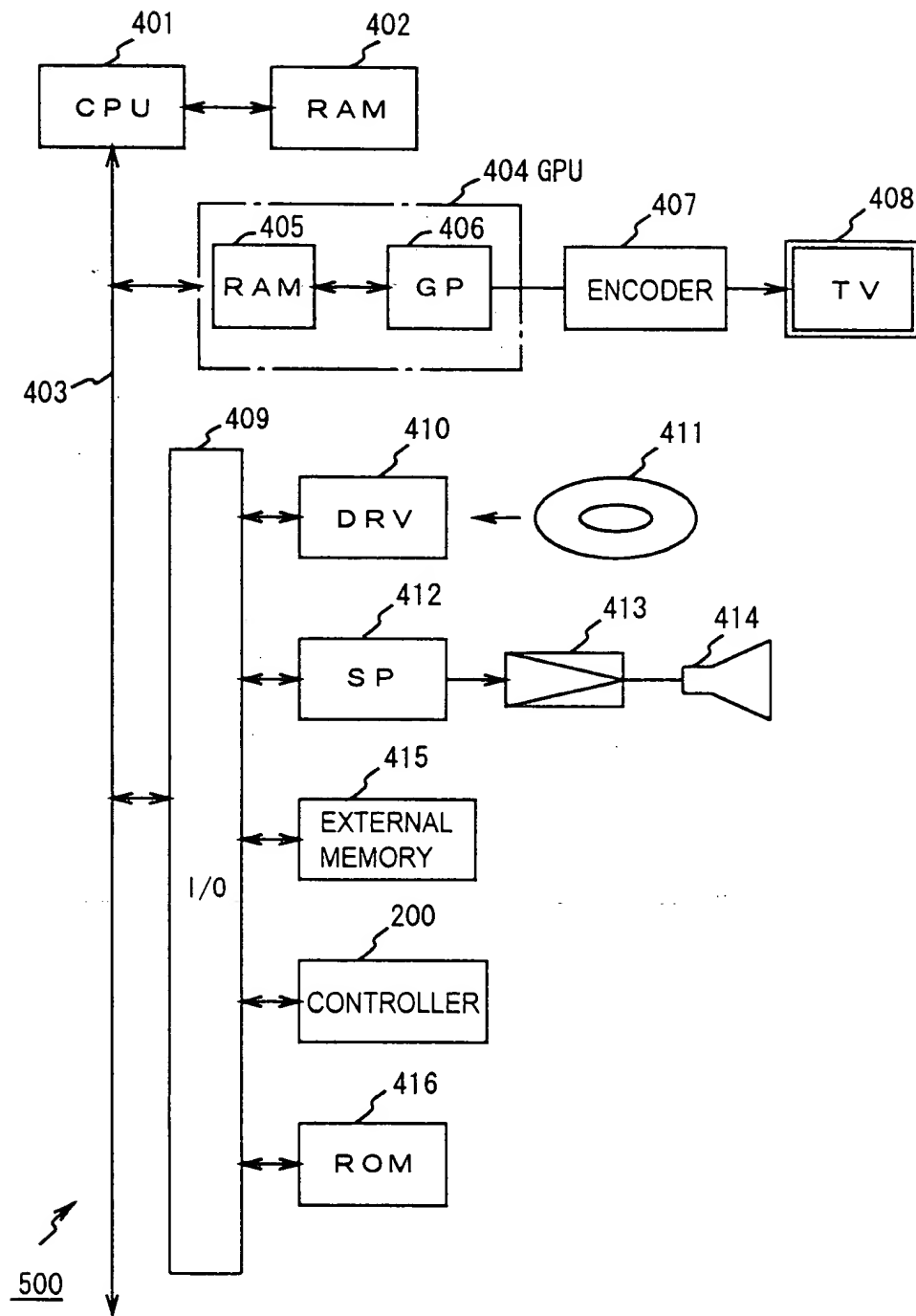


FIG. 6

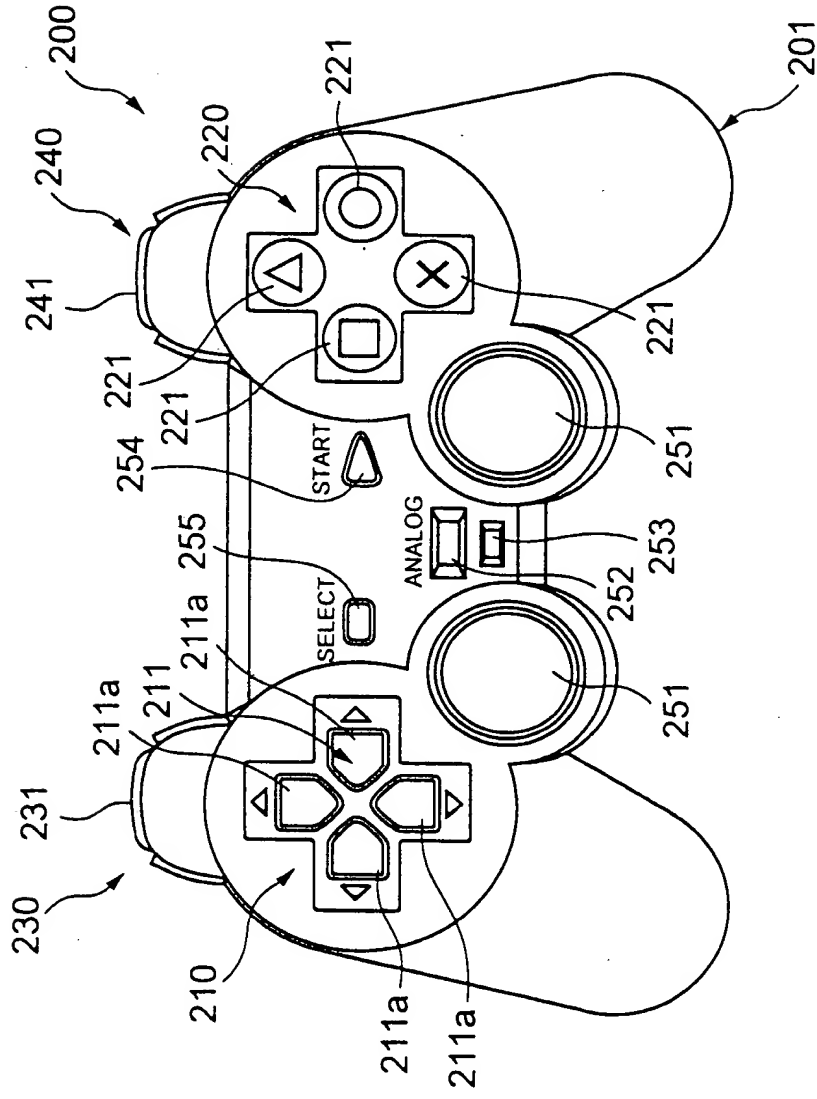


FIG. 7

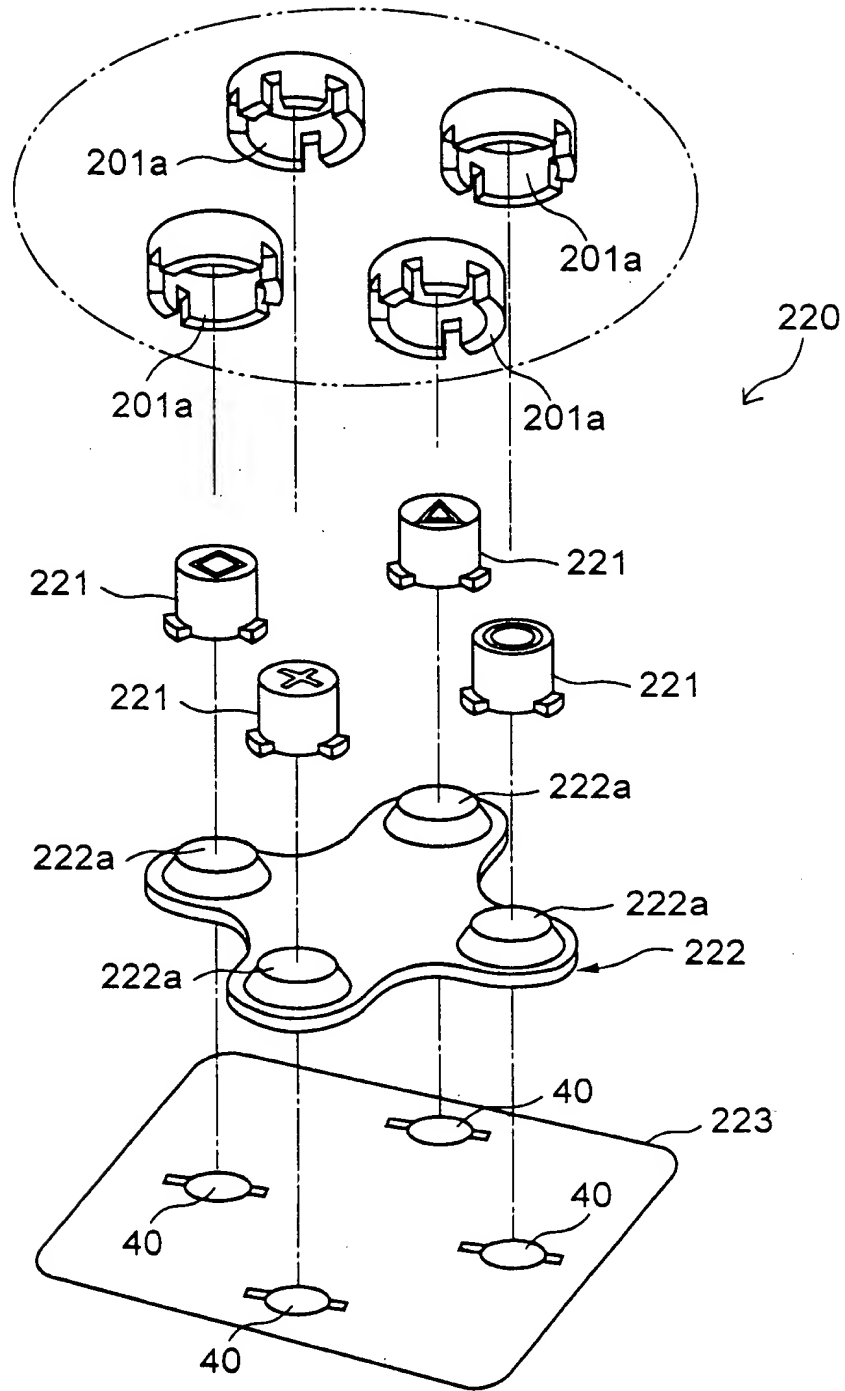


FIG. 8

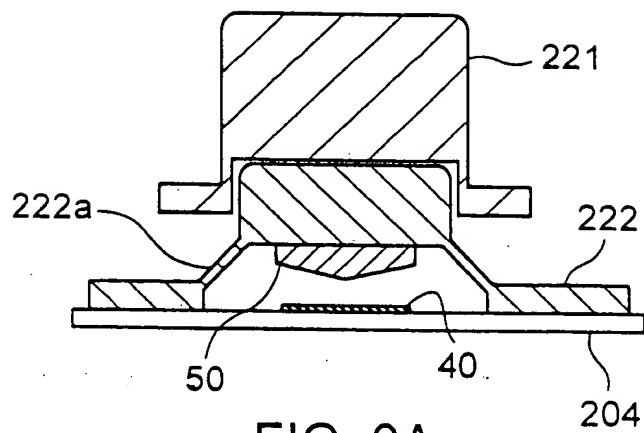


FIG. 9A

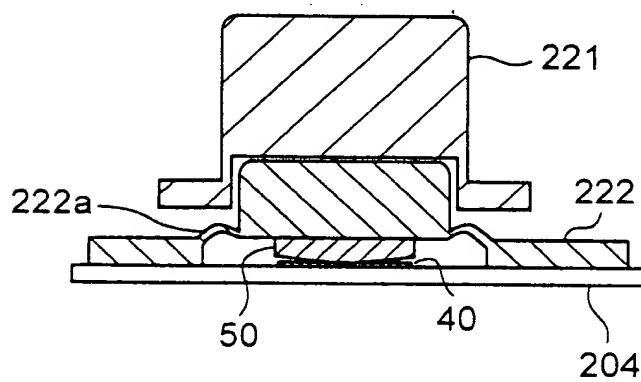


FIG. 9B

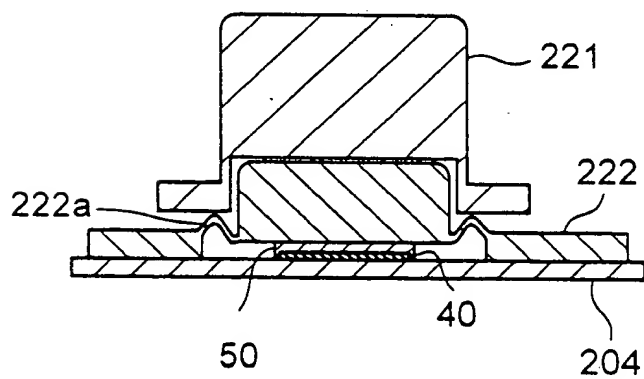


FIG. 9C

FIG. 10

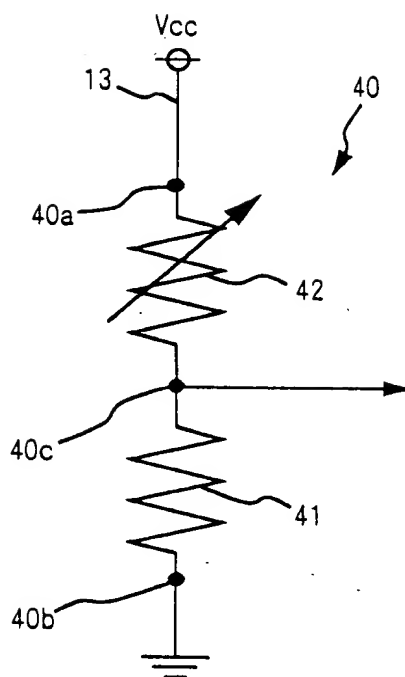


FIG. 10

FIG. 12

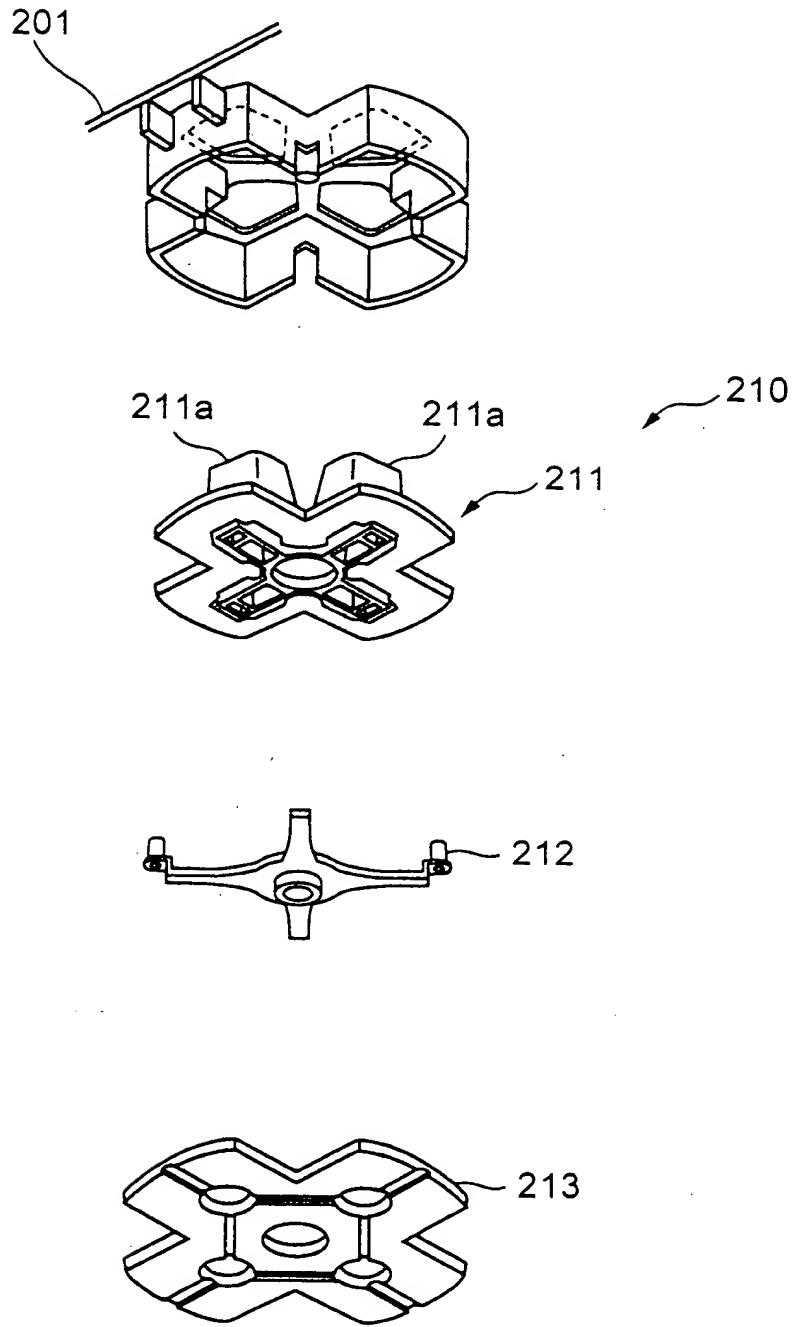


FIG. 12

FIG. 14

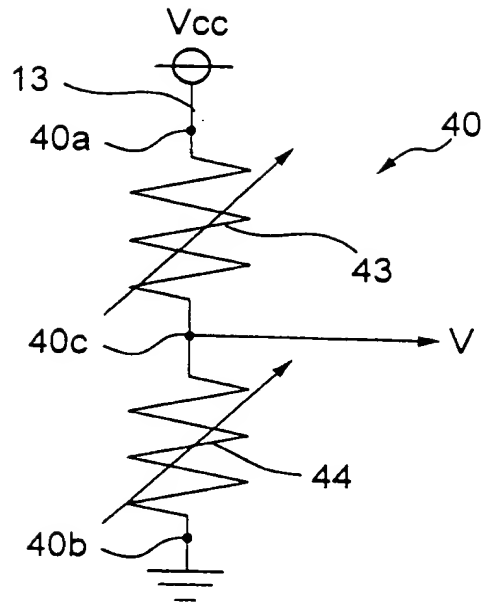


FIG. 14

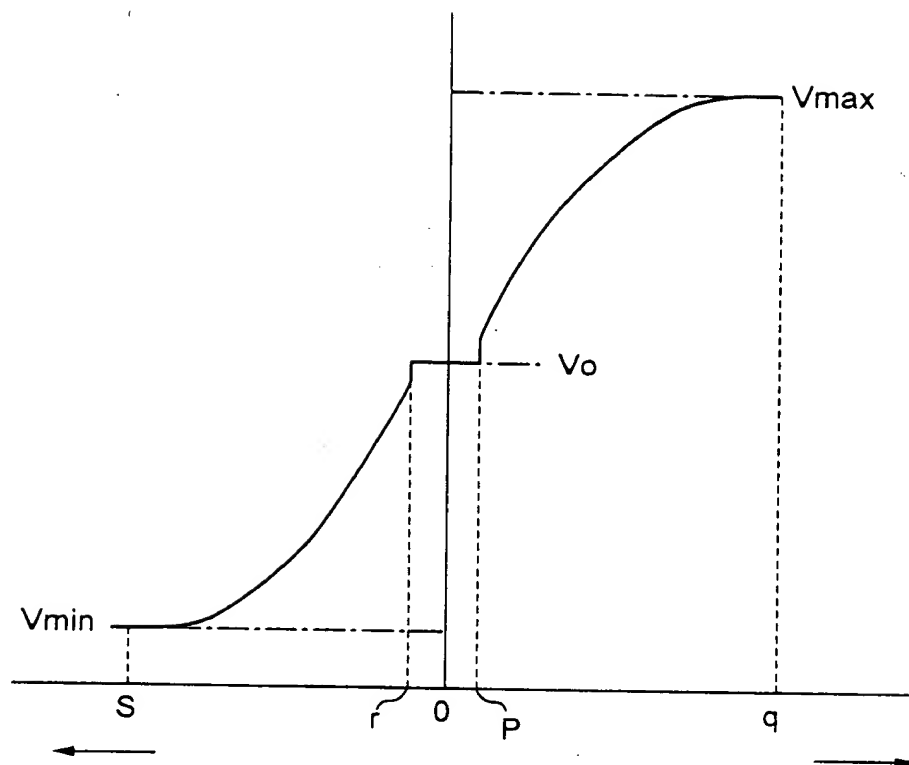


FIG. 15

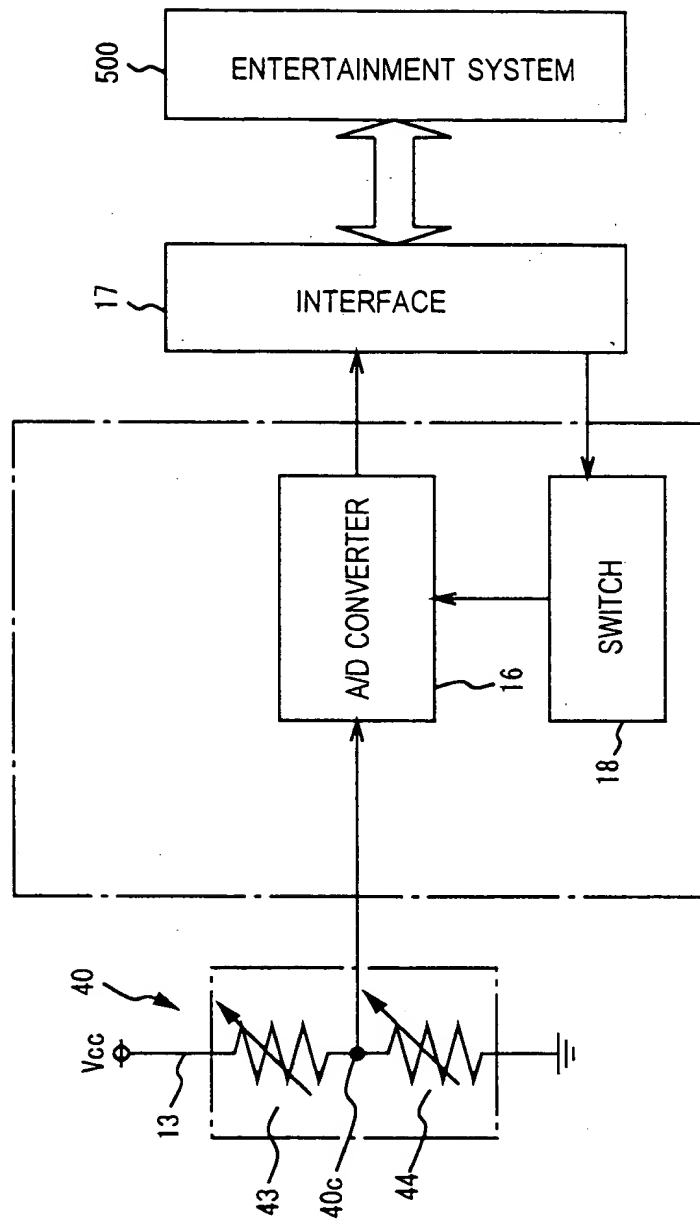


FIG. 16

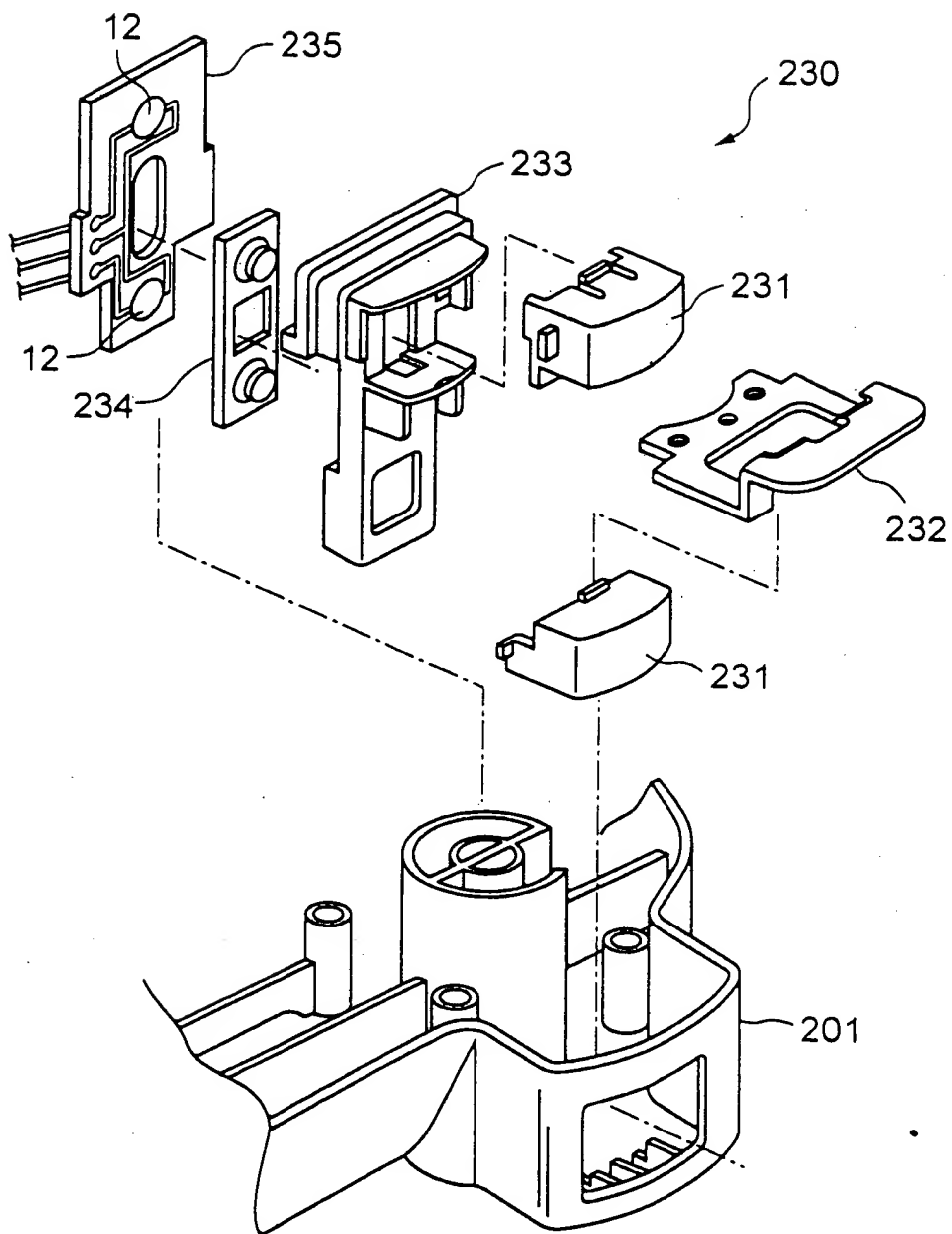


FIG. 17